

## **CREATURES FOR ROCK RAIDERS GAME:**

### **THIS IS NOT FINALISED AND IS SUBJECT TO CHANGE SHORTLY**

#### **Rock Monster**

The Rock Monster is the main foe of the LEGO Rock Raiders. A Rock Monster will show no fear in attacking any vehicle or defence. However if any mining tool repeatedly hits it, it will eventually give up the attack and retreat. The Rock Monster is able to travel through rock walls, although it travels significantly faster through air. It will steal unguarded crystals and is more persistent in its attack, if it is close to a Crystal deposit. These creatures are generally slow moving but do not get complacent as these giants deliver a heavy blow once in range.

Speed	5/10
Speed through rock	3/10
Armour	90/100
Damage from Pusher Gun (small)	10/100
Damage from Pusher Gun (large)	20/100
Damage from Laser (small)	10/100
Damage from Laser (large)	16/100
Damage from Freeze Ray (small)	07/100
Damage from Freeze Ray (large)	15/100
Hit strength – FIST	30/100
Hit strength – KICK	20/100
Hit strength – BOULDER THROW	25/100

#### **Ice Monster**

The Ice Monster is a cousin of the larger Rock Monster. Made completely of ice it is only found in the coldest areas of the planet. Just like it's larger relative, the Ice Monster has the ability to move through walls at will. As it is less dense than the Rock Monster, moving through walls does not slow it down quite so much. Pusher weapons force these creatures to slide across the floor, as there is little friction between the floor and their feet. This creature has the ability to temporarily freeze any water with his icy breath; If you can push him with your pusher beam tools into a lake, the lake will freeze. If you can push him into a lava pool, then the lava will be temporarily turned to rock. But be careful, it will not stay as rock for long and the Ice Monster will not be tricked so easily the next time. An ice monster loves the lovely cold freezer ray and even gains energy from it! However, one look at a laser is probably enough to send it running, make sure that your mini-figures are properly equipped for the icy levels.

Speed	5/10
Speed through rock	4/10
Armour	60/100
Damage from Pusher Gun (small)	10/100 (-5 for slide >5 blocks into a wall)
Damage from Pusher Gun (large)	20/100 (-7 for slide >5 blocks into a wall)
Damage from Laser (small)	20/100
Damage from Laser (large)	28/100
Damage from Freeze Ray (small)	00/100 (+4 added to its armour score)
Damage from Freeze Ray (large)	00/100 (+8 added to its armour score)
Hit strength – FIST	30/100
Hit strength – KICK	20/100
Hit strength – BOULDER THROW	25/100

### Lava Monster

The Lava Monster is the third member of the 'Monster' family and definitely the most 'hot tempered'. He loves to bathe in red-hot lava pools and rarely leaves them as the air is generally too cold. If the Lava Monster is tempted away from his lava pool for very long he will start to cool and go solid. Unfortunately, the Lava Monster is so adapted for life in the lava pools that he finds it extremely difficult to move in his solid form. So much so that he will eventually crack and crumble if he does not return to the lava pools to warm up. While in his lava pool this creature is very difficult to defend against, he will hurl huge balls of molten lava at any mini-figure or vehicle that disturbs him. Unlike his cousins, the Lava Monster cannot move through any rock unless it is molten. The pusher beam has little effect on him. However defend yourself with a freezer ray and you'll have dramatic results. If you can, force him into water flows or a lake and he will certainly leave you alone.

### Lurker

The Lurker is an unintelligent and generally peaceful creature. The worst thing about the Lurker is his curiosity and his love of the new and colourful LEGO that the Rock Raiders have brought with them. Generally the Lurker is a shy creature and will hide from areas bustling with mini-figures and noisy drilling equipment. However, any unguarded equipment will be taken apart by the curious Lurker. His favourite hiding place for all his 'LEGO treasure' is around the rocky water filled pools in which he sometimes hides. The Lurker will also move any excavated Ore that is left unattended.

#### Technical Note:

The Lurker will attack vehicles with upgrades, as these are all ready separate objects. Buildings with animated parts can also be detached, as they are also separate objects. The LEGO will disappear from the building or vehicle and appear in the hands of the Lurker. Null frames in the Lurker animation will set positions for the detached LEGO. The objects will then scale down into the clasped hands of the Lurker to be replaced by the LEGO Ore object. 'Fairy dust' effect compulsory for the transformation of LEGO upgrade to basic Ore. The Lurker will then carry the basic Ore object.

### Slimy Slug

The Slimy Slug is a strange creature that inhabits the underground tunnels of the planet. The Slimy Slug thrives on the power generated from Power Crystals and is not fussy about from where it drains the power. Unattended power crystals, vehicles and buildings are all targets for this hungry little creature. Electrical fences will stop almost every creature except the Slimy Slug who will simply drain its energy. With increased power the Slimy Slugs become super-charged and whiz around the caves at breakneck speeds. The Slimy Slugs also have a nasty habit of leaving pools of slime that cause mini-figures and vehicles to become stuck. The player must stop the Slugs from getting to an energy source or they could easily overrun the whole level.

### Scabby Scavenger

The Scabby Scavenger is a fast moving creature that loves to scavenge anything it can get its claws on: whether it is Ore, Power Crystals or LEGO equipment. This creature loves to sneak up on solitary mini-figures and jump on them in order to steal their drilling equipment. Anything too big to carry, the Scabby Scavenger will resort to kicking it with its long hind legs. Generally a Scabby Scavenger will not usually attack a large base whilst on its own.

#### Technical Note

The Scabby Scavenger will reduce a mini-figures upgrade level by one if it succeeds in knocking a mini-figure over and stealing a piece of equipment. This will be shown by placing an object such as a pickaxe or circular saw next to the mini-figure that the Scavenger will 'pick up' and run

away with. The mini-figure will have to return to one of the remote tool stations to get his upgrade back.

### Scorpion (Boss)

The large Scorpion is a formidable foe and will attack even the 'Large Driller' and 'Bulldozer' with its huge claws. It is difficult to push with the 'Pusher Ray' and the 'Rock Laser' just makes it even more hot tempered. However, the large Scorpion hates the cold and any bright lights. This means that the freezer ray and dynamite work well against the Scorpion. Don't let the large Scorpion get too close to your buildings or it will make short work of destroying them. Bulldozers with engine upgrades are able to push the large Scorpion away but they will need an engineer to repair them afterwards! The best defence against these huge creatures is a mobile drilling platform equipped with freezer rays.

### Scorpion (Minion)

The smaller and less powerful scorpions are found throughout the caves and tunnels of the (planet). They are usually scattered, however where their numbers become more dense, there is a big possibility that a Large Scorpion is close by. Scorpions are generally an annoyance to mini-figures and nip at their feet with their small pincers. If they sting a mini-figure he will become drowsy for a second or two and lose some energy. A single Scorpion does very little damage but enough of them will make even the bravest mini-figure feel ill and force them to teleport back to the Explorer. These creatures have no effect on vehicles or buildings.

### Spider (Boss)

The Large Spider is another formidable creature who lurks in the darkest caves and tunnels. These large spiders are able to spin huge webs that are capable of blocking a small tunnel. Unwary mini-figures and small vehicles can get caught in these webs and will need rescuing by a friend with a rock laser. Unlike the Large Scorpion, the cold freezer ray has little effect; it is the rock laser that this creature fears most. The Large Spider will also spin its web over any unguarded vehicles and buildings reducing their efficiency.

#### Technical Note:

Webs will consist of single triangles mapped with a pen zero texture to represent the actual web. Null objects may have to be included in the stationary scene files of vehicles and to those scenes containing buildings. These will act as reference objects for the placing of web objects and their orientation.

### Spider (Minion)

Small spiders are similar in behaviour to the small scorpions, they are relatively harmless on their own and they will scurry away from large vehicles. However they can shoot out a small web and if there are a number of them they can soon tie up a mini-figure and leave him stranded. If you do come across a number of these small creatures be careful as

### Snake (Minion)

The snake is a venomous creature that slithers along the cave floors. Although its bite has a greater effect than the attack of the small spider and the small scorpion the snake is caught out far more easily by the mini-figures drilling tools such as the rock laser, pusher and freezer rays. Fortunately, for the mini-figures the snakes do not grow any larger unlike the small scorpion and spider. The snake will sometimes lie in wait, curled up into a ball that almost looks like a rock. From this position it strikes out at unwary mini-figures making them dizzy for a short time. Again, if the mini-figures become too dizzy they will be forced to teleport back to the Explorer.

Bat

The bats that fly around the tunnels and caves are a real nuisance to the busy mini-figures. Although they do not cause much harm, they 'buzz' around the mini-figures' heads distracting them from their work. This leaves them more vulnerable to attacks from the more dangerous creatures such as the rock monster. They can be shooed away after a few seconds but that may be all the time another creature needs to move in.

Rock Whale

The Rock Whale is a huge slow moving creature that acts almost like a mobile wall! The Rock Whale loves to munch on LEGO Ore almost like a large cow would eat grass. The Rock Whale is almost impossible to move when it decides to settle down to sleep. Enough exposure to heat will wake it. However, be careful as the Rock Whale does get very cranky when it has been woken before it is ready: it will butt any vehicle or building when it is in a bad mood. This can be useful when you want to block off a tunnel to stop creatures getting through. To lure the creature away, put down some Ore and the Rock Whale will lumber over to eat it before having a quick snooze, this way the Rock Whale will wake up happy.